Practical 10 : Create and application Crud Operation with SQLite in Flutter.

Main.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/sqlHelper.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      // Remove the debug banner
        debugShowCheckedModeBanner: false,
        title: 'SQLITE',
        theme: ThemeData(
          primarySwatch: Colors.orange,
        ),
        home: const HomePage());
  }
}

class HomePage extends StatefulWidget {
  const HomePage({Key? key}) : super(key: key);

  @override
  _HomePageState createState() => _HomePageState();
}

class _HomePageState extends State<HomePage> {
  // All journals
  List<Map<String, dynamic>> _journals = [];

  bool _isLoading = true;
  // This function is used to fetch all data from the database
  void _refreshJournals() async {
    final data = await SQLHelper.getItems();
    setState(() {
      _journals = data;
      _isLoading = false;
    });
  }

  @override
  void initState() {
```

```
  super.initState();_refreshJournals(); // Loading the diary when the app starts
}

final TextEditingController _titleController = TextEditingController();
final TextEditingController _descriptionController = TextEditingController();

// This function will be triggered when the floating button is pressed
// It will also be triggered when you want to update an item
void _showForm(int? id) async {
  if (id != null) {
    // id == null -> create new item
    // id != null -> update an existing item
    final existingJournal =
    _journals.firstWhere((element) => element['id'] == id);
    _titleController.text = existingJournal['title'];
    _descriptionController.text = existingJournal['description'];
  }

  showModalBottomSheet(
      context: context,
      elevation: 5,
      isScrollControlled: true,
      builder: (_) => Container(
        padding: EdgeInsets.only(
          top: 15,
          left: 15,
          right: 15,
          // this will prevent the soft keyboard from covering the text fields
          bottom: MediaQuery.of(context).viewInsets.bottom + 120,
        ),
        child: Column(
          mainAxisSize: MainAxisSize.min,
          crossAxisAlignment: CrossAxisAlignment.end,
          children: [
            TextField(
              controller: _titleController,
              decoration: const InputDecoration(hintText: 'Title'),
            ),
            const SizedBox(
              height: 10,
            ),
            TextField(
              controller: _descriptionController,
              decoration: const InputDecoration(hintText: 'Description'),
            ),
            const SizedBox(
              height: 20,
            ),
            ElevatedButton(
              onPressed: () async {
                // Save new journal
```

```
                    if (id == null) {
                      await _addItem();
                    }

                    if (id != null) {
                      await _updateItem(id);
                    }

                    // Clear the text fields
                    _titleController.text = '';
                    _descriptionController.text = '';
                  )
                ],
              ),
            ));
          }// Close the bottom sheet Navigator.of(context).pop();
},
child: Text(id == null ? 'Create New' : 'Update'),

        // Insert a new journal to the database
          Future<void> _addItem() async {
          await SQLHelper.createItem(
              _titleController.text, _descriptionController.text);
            _refreshJournals();
          }

          // Update an existing journal
          Future<void> _updateItem(int id) async {
          await SQLHelper.updateItem(
              id, _titleController.text, _descriptionController.text);
            _refreshJournals();
          }

          // Delete an item
          void _deleteItem(int id) async {
            await SQLHelper.deleteItem(id);
            ScaffoldMessenger.of(context).showSnackBar(const SnackBar(
              content: Text('Successfully deleted a journal!'),
            ));
            _refreshJournals();
          }

          @override
          Widget build(BuildContext context) {
            return Scaffold(
              appBar: AppBar(
                title: const Text('SQL'),
              ),
               body: _isLoading
                   ? const Center(
                    child: CircularProgressIndicator(),
```

```
      )
        : ListView.builder(
      itemCount: _journals.length,
      itemBuilder: (context, index) => Card(
        color: Colors.orange[200],
        margin: const EdgeInsets.all(15),
        child: ListTile(
            title: Text(_journals[index]['title']),
            subtitle: Text(_journals[index]['description']),
            trailing: SizedBox(
              width:  100,
              child: Row(
              children: [
                  IconButton(
                    icon: const Icon(Icons.edit),
                    onPressed: () => _showForm(_journals[index]['id']),
                  ),
                  IconButton(
                    icon: const Icon(Icons.delete),
                    onPressed: () =>
                        _deleteItem(_journals[index]['id']),
                  ),
                ],
              ),
            )),
      ),
    ),
    floatingActionButton: FloatingActionButton(
      child: const Icon(Icons.add),
      onPressed: () => _showForm(null),
    ),
  );
 }
}
```

sqlHelper.dart

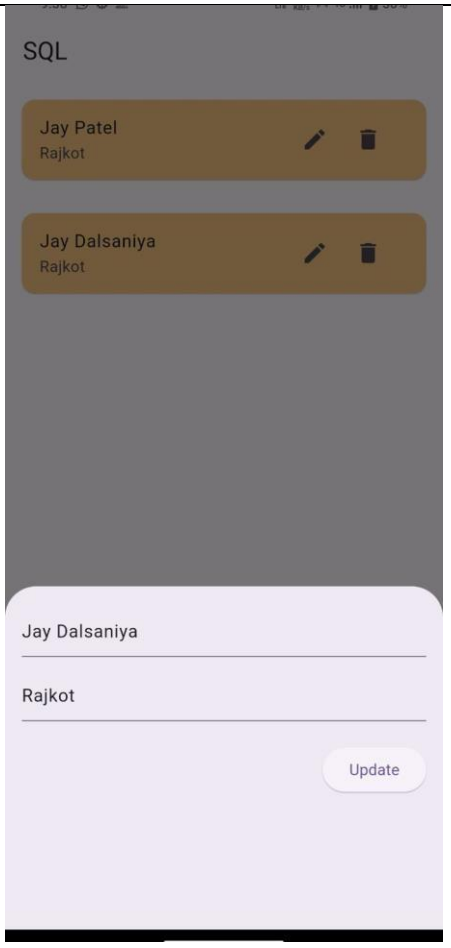
```
import 'package:flutter/foundation.dart';
import 'package:sqflite/sqflite.dart' as sql;

class SQLHelper {
  static Future<void> createTables(sql.Database database) async {
    await database.execute("""CREATE TABLE items(
        id INTEGER PRIMARY KEY AUTOINCREMENT NOT NULL,
        title TEXT,
        description TEXT,
        createdAt TIMESTAMP NOT NULL DEFAULT CURRENT_TIMESTAMP
      )
```

```
      """);
  }
// id: the id of a item
// title, description: name and description of your activity
// created_at: the time that the item was created. It will be automatically handled by SQLite

  static Future<sql.Database> db() async {
    return sql.openDatabase(
      'dbtech.db',
      version: 1,
      onCreate: (sql.Database database, int version) async {
        await createTables(database);
      },
    );
  }

  // Create new item (journal)
  static Future<int> createItem(String title, String? descrption) async {
    final db = await SQLHelper.db();

    final data = {'title': title, 'description': descrption};
    final id = await db.insert('items', data,
        conflictAlgorithm: sql.ConflictAlgorithm.replace);
    return id;
  }

  // Read all items (journals)
  static Future<List<Map<String, dynamic>>> getItems() async {
    final db = await SQLHelper.db();
    return db.query('items', orderBy: "id");
  }

  // Read a single item by id
  // The app doesn't use this method but I put here in case you want to see it
  static Future<List<Map<String, dynamic>>> getItem(int id) async {
    final db = await SQLHelper.db();
    return db.query('items', where: "id = ?", whereArgs: [id], limit: 1);
  }

  // Update an item by id
  static Future<int> updateItem(
      int id, String title, String? descrption) async {
    final db = await SQLHelper.db();

    final data = {
      'title': title,
      'description': descrption,
      'createdAt': DateTime.now().toString()
    };

    final result =
```

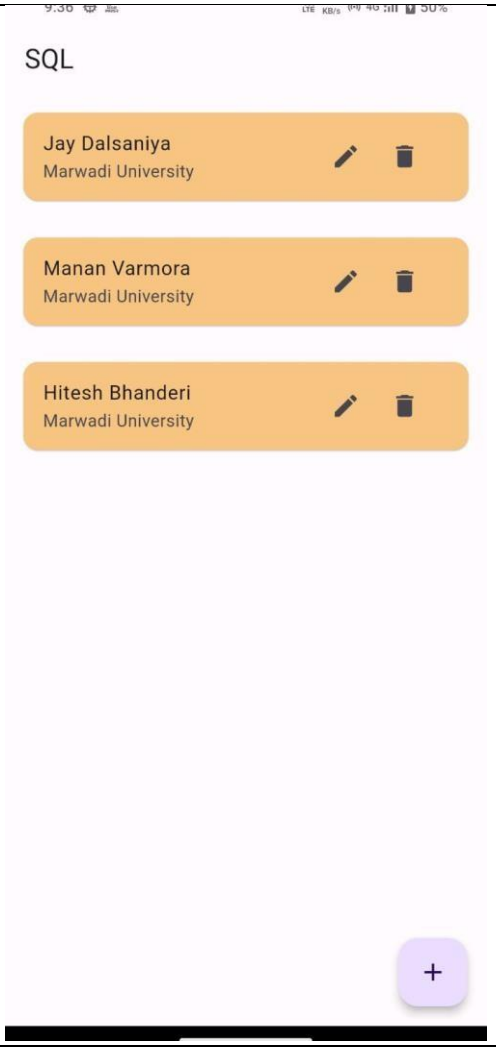
```
    await db.update('items', data, where: "id = ?", whereArgs: [id]);
    return result;
  }

  // Delete
  static Future<void> deleteItem(int id) async {
    final db = await SQLHelper.db();
    try {
      await db.delete("items", where: "id = ?", whereArgs: [id]);
    } catch (err) {
      debugPrint("Something went wrong when deleting an item: $err");
    }
  }
}
```

dependencies:
flutter:
sdk: flutter
sqflite: ^2.0.0
path: ^1.9.0
path_provider: any

Output:




SQL
Jay Patel
Rajkot
Successfully deleted a journal!


SQL
Jay Dalsaniya
Marwadi University
Manan Varmora
Marwadi University
Hitesh Bhanderi
Marwadi University

Practical 11 : Create and application Connecting to REST API in Flutter

Main.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/data_screen.dart';

void main() {
runApp(MyApp());
}
class MyApp extends StatelessWidget {
@override
Widget build(BuildContext context) {
return MaterialApp(
debugShowCheckedModeBanner: false,
title: 'Flutter REST API Demo',
theme: ThemeData(
primarySwatch: Colors.blue,
),
home: DataScreen(),
);
}
}
```

api_service.dart

```
import 'dart:convert';
import 'package:http/http.dart' as http;

class Post  {
  final int userId;
  final int id;
  final String title;
  final String body;

  Post({
    required this.userId,
    required this.id,
    required this.title,
    required this.body,
  });

  factory Post.fromJson(Map<String, dynamic> json) {
    return Post(
      userId: json['userId'],
      id: json['id'],
      title: json['title'],
      body: json['body'],
    );
  }
```

```
}

class ApiService {
  static const String baseUrl = 'https://jsonplaceholder.typicode.com/todos/1';

  static Future<List<Post>> fetchPosts() async {
    final response = await http.get(Uri.parse('$baseUrl/posts'));

    if (response.statusCode == 200) {
      List<dynamic> jsonResponse = json.decode(response.body);
      return jsonResponse.map((post) => Post.fromJson(post)).toList();
    } else {
      throw Exception('Failed to load posts');
    }
  }
}
```

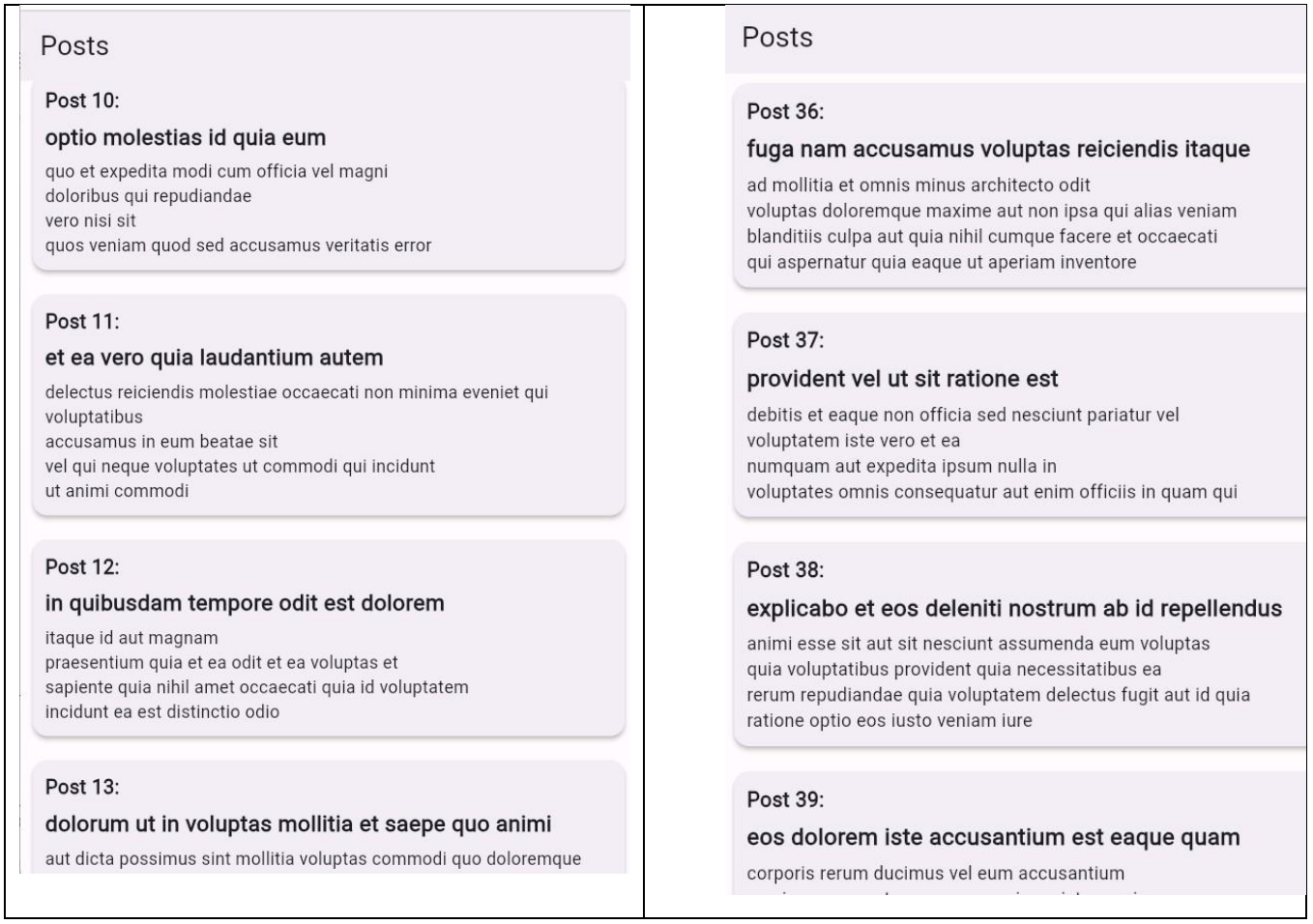
data_screen.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/api_service.dart';

class DataScreen extends StatefulWidget {
  @override
  _DataScreenState createState() => _DataScreenState();
}

class _DataScreenState extends State<DataScreen> {
  late Future<List<Post>> posts;

  @override
  void initState() {
    super.initState();
    posts = ApiService.fetchPosts();
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Posts'),
      ),
      body: Center(
        child: FutureBuilder<List<Post>>(
          future: posts,
          builder: (context, snapshot) {
            if (snapshot.hasData) {
            return ListView.builder(
                itemCount: snapshot.data!.length,
                itemBuilder: (context, index) {
                return Card(
```

```
                elevation: 3,
                margin: EdgeInsets.all(10),
                child: Padding(
                  padding: EdgeInsets.all(10),
                  child: Column(
                    crossAxisAlignment: CrossAxisAlignment.start,
                    children: [
                      Text(
                        'Post ${index + 1}:', // Add label here
                        style: TextStyle(
                          fontWeight: FontWeight.bold,
                          fontSize: 16,
                        ),
                      ),
                      SizedBox(height: 5),
                      Text(
                        snapshot.data![index].title,
                        style: TextStyle(
                          fontWeight: FontWeight.bold,
                          fontSize: 18,
                        ),
                      ),
                      SizedBox(height: 5),
                      Text(snapshot.data![index].body),
                    ],
                  ),
                ),
              );
            },
          );
        } else if (snapshot.hasError) { return
          Text("${snapshot.error}");
        }

        // By default, show a loading spinner.
        return CircularProgressIndicator();
      },
    ),
  ),
 );
 }
}
```

```
dev_dependencies:
 flutter_test:
  sdk: flutter http:
 ^0.13.
```

Output:


Posts
Post 10:
optio molestias id quia eum
quo et expedita modi cum officia vel magni
doloribus qui repudiandae
vero nisi sit
quos veniam quod sed accusamus veritatis error
Post 11:
et ea vero quia laudantium autem
delectus reiciendis molestiae occaecati non minima eveniet qui
voluptatibus
accusamus in eum beatae sit
vel qui neque voluptates ut commodi qui incidunt
ut animi commodi
Post 12:
in quibusdam tempore odit est dolorem
itaque id aut magnam
praesentium quia et ea odit et ea voluptas et
sapiente quia nihil amet occaecati quia id voluptatem
incidunt ea est distinctio odio
Post 13:
dolorum ut in voluptas mollitia et saepe quo animi
aut dicta possimus sint mollitia voluptas commodi quo doloremque
Posts
Post 36:
fuga nam accusamus voluptas reiciendis itaque
ad mollitia et omnis minus architecto odit
voluptas doloremque maxime aut non ipsa qui alias veniam
blanditiis culpa aut quia nihil cumque facere et occaecati
qui aspernatur quia eaque ut aperiam inventore
Post 37:
provident vel ut sit ratione est
debitis et eaque non officia sed nesciunt pariatur vel
voluptatem iste vero et ea
numquam aut expedita ipsum nulla in
voluptates omnis consequatur aut enim officiis in quam qui
Post 38:
explicabo et eos deleniti nostrum ab id repellendus
animi esse sit aut sit nesciunt assumenda eum voluptas
quia voluptatibus provident quia necessitatibus ea
rerum repudiandae quia voluptatem delectus fugit aut id quia
ratione optio eos iusto veniam iure
Post 39:
eos dolorem iste accusantium est eaque quam
corporis rerum ducimus vel eum accusantium

Practical 12 : Create and application Parsing JSON data from REST API in Flutter.

Main.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/data_screen.dart';

void main() {
runApp(MyApp());
}
class MyApp extends StatelessWidget {
@override
Widget build(BuildContext context) {
return MaterialApp(
debugShowCheckedModeBanner: false,
title: 'Flutter REST API Demo',
theme: ThemeData(
primarySwatch: Colors.blue,
),
home: DataScreen(),
);
}
}
```

api_service.dart

```
import 'dart:convert';
import 'package:http/http.dart' as http;

class Post  {
  final int userId;
  final int id;
  final String title;
  final String body;

  Post({
    required this.userId,
    required this.id,
    required this.title,
    required this.body,
  });

  factory Post.fromJson(Map<String, dynamic> json) {
    return Post(
      userId: json['userId'],
      id: json['id'],
      title: json['title'],
      body: json['body'],
    );
```

```
  }
}

class ApiService {
  static const String baseUrl = 'https://jsonplaceholder.typicode.com/todos/1';

  static Future<List<Post>> fetchPosts() async {
    final response = await http.get(Uri.parse('$baseUrl/posts'));

    if (response.statusCode == 200) {
      List<dynamic> jsonResponse = json.decode(response.body);
      return jsonResponse.map((post) => Post.fromJson(post)).toList();
    } else {
      throw Exception('Failed to load posts');
    }
  }
}
```

data_screen.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/api_service.dart';

class DataScreen extends StatefulWidget {
  @override
  _DataScreenState createState() => _DataScreenState();
}

class _DataScreenState extends State<DataScreen> {
  late Future<List<Post>> posts;

  @override
  void initState() {
    super.initState();
    posts = ApiService.fetchPosts();
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Posts'),
      ),
      body: Center(
        child: FutureBuilder<List<Post>>(
          future: posts,
          builder: (context, snapshot) {
            if (snapshot.hasData) {
            return ListView.builder(
                itemCount: snapshot.data!.length,
                itemBuilder: (context, index) {
```

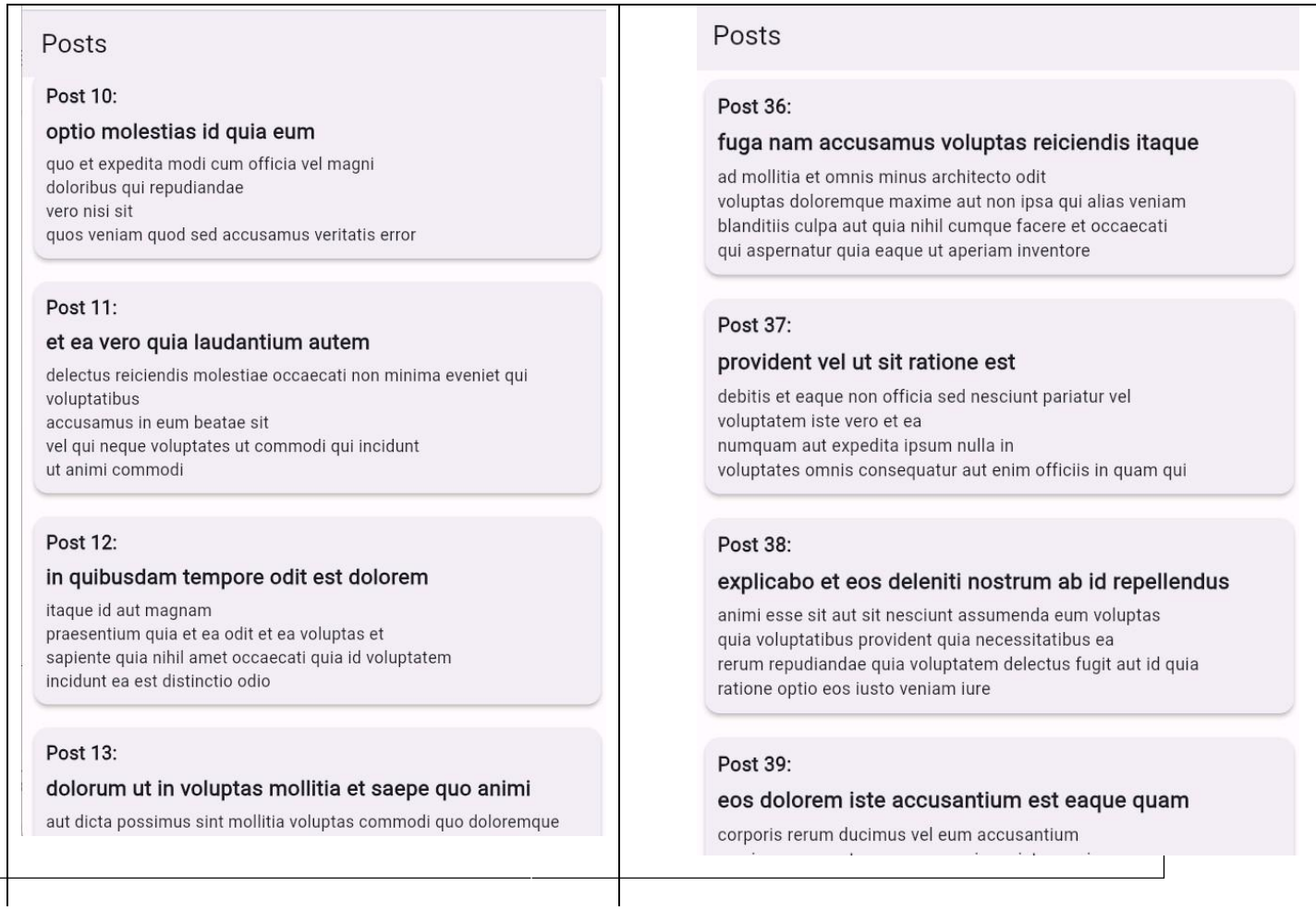
```
            return Card(
              elevation: 3,
              margin: EdgeInsets.all(10),
              child: Padding(
                padding: EdgeInsets.all(10),
                child: Column(
                  crossAxisAlignment: CrossAxisAlignment.start,
                  children: [
                    Text(
                      'Post ${index + 1}:', // Add label here
                      style: TextStyle(
                        fontWeight: FontWeight.bold,
                        fontSize: 16,
                      ),
                    ),
                    SizedBox(height: 5),
                    Text(
                      snapshot.data![index].title,
                      style: TextStyle(
                        fontWeight: FontWeight.bold,
                        fontSize: 18,
                      ),
                    ),
                    SizedBox(height: 5),
                    Text(snapshot.data![index].body),
                  ],
                ),
              ),
            );
          },
        );
      } else if (snapshot.hasError) {
        return Text("${snapshot.error}");
      }

      // By default, show a loading spinner.
      return CircularProgressIndicator();
    },
  ),
 ),
);
 }
}
```

post_model.dart

```
class Post  {
  final int userId;
  final int id;
  final String title;
  final String body;
```

```
Post({
required this.userId, required this.id, required this.title, required this.body,
});

factory Post.fromJson(Map<String, dynamic> json) { return Post(
userId: json['userId'], id: json['id'],
title: json['title'], body: json['body'],
);
}
}

dev_dependencies: flutter_test:
sdk: flutter http: ^0.13.3
```

Output:



Practical 13 : Create and application using Hardware Interaction in Flutter

Main.dart

```
import 'package:flutter/material.dart';
import 'package:camera/camera.dart';

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
    debugShowCheckedModeBanner: false,
    title: 'Flashlight App',
      theme: ThemeData(
        primarySwatch: Colors.blue,
        visualDensity: VisualDensity.adaptivePlatformDensity,
      ),
      home: FlashlightPage(),
    );
  }
}

class FlashlightPage extends StatefulWidget {
  @override
  _FlashlightPageState createState() => _FlashlightPageState();
}

class _FlashlightPageState extends State<FlashlightPage> {
  late CameraController _controller;
  bool _flashOn = false;

  @override
  void initState() {
    super.initState();
    _initializeCamera();
  }

  void _initializeCamera() async {
    final cameras = await availableCameras();
    final camera = cameras.firstWhere(
        (camera) => camera.lensDirection == CameraLensDirection.back,
    );

    _controller = CameraController(camera, ResolutionPreset.low);
    await _controller.initialize();

    // Set initial flash mode to off
    if (_controller.value.isInitialized) {
```

```
    _controller.setFlashMode(FlashMode.off);
  }
}

@override
void dispose() {
  _controller.dispose();
  super.dispose();
}

void _toggleFlashlight() {
  if (_controller.value.isInitialized) {
    final flashMode = _controller.value.flashMode;
    if (flashMode == FlashMode.off) {
      _controller.setFlashMode(FlashMode.torch);
      setState(() {
        _flashOn = true;
      });
    } else {
      _controller.setFlashMode(FlashMode.off);
      setState(() {
        _flashOn = false;
      });
    }
  }
}

@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text('Flashlight'),
    ),
    body: Center(
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          IconButton(
            icon: Icon(
              _flashOn ? Icons.flash_on : Icons.flash_off,
              size: 48,
              color: _flashOn ? Colors.yellow : Colors.grey,
            ),
            onPressed: _toggleFlashlight,
          ),
          SizedBox(height: 16),
          Text(
            _flashOn ? 'Flashlight On' : 'Flashlight Off',
            style: TextStyle(
              fontSize: 24,
              fontWeight: FontWeight.bold,
```

```
            ),
          ),
        ],
      ),
    ),
  );
 }
}
```

dependencies:flutter:
camera: ^0.10.5+9Output: